

PLAYER

BOND TWO (Paired or Combined)

LEVEL	XP	HOUSE or TRADE
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WEAPON NAME(S)

Strength	<div></div>	Perception	<div></div>	Attack	<div></div>	INJURIES				Weapon One				A	D	R()			
Agility	<div></div>	Knowledge	<div></div>	Defend	<div></div>	<div></div>	<div></div>	<div></div>	Type Traits										
Endurance	<div></div>	Cunning	<div></div>	Recover	<div></div>	<div></div>	<div></div>	<div></div>	Weapon Two								A	D	R()
						<div></div>	<div></div>	<div></div>	Type Traits										

Acrobatics (Agi)	Heal (Kno)	Finesse (Agi)
Anatomy (Kno)	Infiltrate (Agi)	Sneak (Agi)
Athletics (Str)	Intimidate (Str)	Spot (Per)
Barter (Cun)	Listen (Per)	Survival (Kno)
Bluff (Cun)	Lore (Kno)	Tracking (Per)
Calm (Cun)	Navigation (Kno)	
Disguise (Cun)	Persuade (Cun)	
Force (Str)	Repair (Kno)	

POWERS	CR	Description	Mods	Rank
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				○○○
				○○○
				○○○
				○○○

LAYERED ARMOR S I P E[illegible]

Point Totals				
Armor Resistances				

GUILD ITEMS	Qty	Description	UR	Load
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ARCANE TRICKS

INDUSTRIAL UPGRADES

VILIS CORONAM	CR(s)	Description
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INVENTORY	Qty	Qty
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		SILVER	
		Pieces (1) -	
		Bars (100)-	
		Blocks (1000)-	